

24 GAME - ALGEBRA

INSTRUCTIONS FOR ALGEBRA EDITION #3797

OBJECT is to win points - by being the first to find a value for x and/or y which, when used with the other numbers on the card, can make 24.

THE 24th GAME CARDS are printed on both sides, each with a different set of four numbers.

Cards are worth 1, 2 or 3 points, rated by difficulty. Look at a corner of a card to tell if it's worth 1 point (1 white dot), 2 points (2 red dots) or 3 points (3 yellow dots).



1 point



2 points



3 points

All 9's are "filled in" in red.

1

THE SECRET IS TO LOOK FOR PATTERNS

Mathematics is the science and language of patterns. Look for patterns to make 24 and you will excel at the 24th game... and at math. The most common patterns are 3×8 , 4×6 , 2×12 . Some others are $25 - 1$, $20 + 4$ and $16 + 8$ (see page 6 for more patterns to look for).



If you see a 8 on the card, try to make a 3 from the other numbers.



If you see a 6 on the card, try to make a 4 from the other numbers.



If you see a 2 on the card, try to make a 12 from the other numbers.

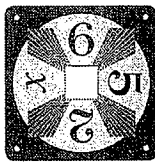
Use 1 and 2 point cards to start. Add 3 point cards as you get better. ALGEBRA #3797

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HOW TO PLAY

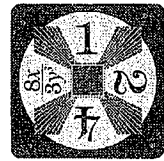
- Count off 12 to 24 cards from the deck (use 1 point cards for an easy start). Put cards in center of table. Any number of players can play. All players are playing at the same time, for the same top card.
- Win cards by being the first to find x and/or y (any whole number from 1 to 9) which, when used with the other numbers on the card, can make 24. You can add, subtract, multiply and divide. You must use all 4 numbers (or number equivalent of the algebraic notation), but use each only once.

EXAMPLES



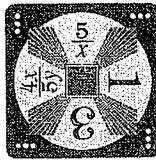
$x = 3$

$$\begin{aligned} 5 - 3 &= 2 \\ 6 \times 2 &= 12 \\ 2 \times 12 &= 24 \end{aligned}$$



$x = 3$ $y = 1$

$$\begin{aligned} 4 - 2 &= 2 \\ 2 + 1 &= 3 \\ 3 \times 8 &= 24 \end{aligned}$$



$x = 5$ $y = 1$

$$\begin{aligned} 4 \times 5 &= 20 \\ 20 \div 5 &= 4 \\ 4 \times 3 &= 12 \\ 12 \div 1 &= 12 \end{aligned}$$

2

When players claim at the same time, the first player to touch the card and give a correct solution wins the card.

When you make a false claim by saying "I got it" or touching the card, but can't quickly give a solution, you lose your right to win that card. Other players continue to play for that card.

When players can't find a solution: Every card has at least one solution... some have more. If a card stumps all players, that card can be put aside.

TRY SOLO PLAY for fun and practice. How many points can you get in 3 or 5 minutes? See yourself improve with each round.

Questions? Contact: Suntex International, Inc., 118 North Third St., Easton, PA 18042. (610) 253-5255 FAX (610) 258-2180



INNOVATIVE MATH GAMES FOR GRADES 1 TO 12

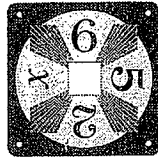
PRIMERS PLATINUM SERIES
ADD/SUBTRACT #3197 FRACTIONS #3497
MULTIPLY/DIVIDE #3297 DECIMALS #3597
ORIGINAL EXPONENTS #3697
SINGLE DIGITS #3397 ALGEBRA #3797

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INCORRECT SOLUTIONS

$$\begin{aligned} 5 + 5 &= 10 \\ 10 - 2 &= 8 \\ 6 \div 2 &= 3 \\ 8 \times 3 &= 24 \end{aligned}$$

Incorrect: The number was used twice. Use each number only once.



$x = 2$

Incorrect: The number was used twice. You can use the result of an operation only once, as we

Incorrect: Only 3 numbers were used. You must use all 4 numbers

3. Win a card by being the first to: 1) say "I got it" or 2) touch the card. Then give a correct solution. Once you take your card, the next card is in play.

4. The winner has the most points after all the cards are claimed. Add up the point value of your cards. (Example: If you had four "point" and three "2 point" cards, your score is 10 points).

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PATTERNS TO LOOK FOR

12 + 12	25 - 1	3 x 8	48 ÷ 2
14 + 10	27 - 3	4 x 6	72 ÷ 3
15 + 9	28 - 4	2 x 12	2 ÷ 1/12
16 + 8	30 - 6	1 x 24	3 ÷ 1/8
18 + 6	32 - 8	16 x 3/2	6 ÷ 1/4
20 + 4	34 - 10		8 ÷ 1/3
21 + 3	36 - 12		9 ÷ 3/8
22 + 2	40 - 16		12 ÷ 1/2
24 + 0	56 - 32		
	59 - 35		
	70 - 46		



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